

SOUNDIRON



Welcome to The Circle Bells

These unique tuned conical bells are the expertly hand-crafted work of a talented Bay area metal working artisan named [Pete Engelhart](#). They're hand made and produced one at a time, so that each set is just a little different from every other. Our set is comprised of two modular clusters of 3 large conical steel bells, tuned in to C#, G, F#, D, E and B. They have a dark and warm, yet crystal-clear tone and an exceptionally long natural sustain. Their distinctive sound lands somewhere between heavy sounding gamalans, prayer bowls, celeste and deep marimbas, yet none of these things really capture what this truly special instrument is about. We found our set tucked away in the back room of a local music shop in the SF Bay area.

We deep sampled them individually, with a large number of round robins and velocity layers for each note. We used soft cloth mallets, hard metal guitar picks and a viola bow to get a wide range of specific sounds and useful effects. You'll find single strokes and rolls for each strike articulation. For the bowing, we recorded long sustaining notes, with infinite looping and release samples, as well as short staccatos that can be smoothly modulated from an open tone to sharply harmonic. We then took it a step further and created a whole array of special instrument patches full of otherworldly ambiances that you can freely sculpt and play. We custom designed each one from our raw acoustic source material to serve as natural sonic accompaniment to the natural multisamples, just to push the creative possibilities even further.

This library was originally released by Tonehammer in 2009. We're now proud to release the new version 2.0, with loads of excellent new features that bring it to an entirely new level. The library now features a powerful custom user interface with multi-layer sonic blending to allow you to create your own tonal hybrids and layered effects. You'll also find flexible key-range customization, instant articulation switching, performance shaping with a whole host of important automatable sonic parameters, a sophisticated step-sequencable arpeggiation panel, a full suite of DSP multi-effects, dynamic shaping tools, resonant filters, tone control and convolution reverbs and so much more. We've also added intelligent voice capping and improved key mapping. While this massive library is rich with detailed, high-fidelity content and robust program features, we've also included more compact "Lite" presets that are designed to carefully conserve your system resources when you need them.



SOUNDIRON

Circle Bells

version
2.0

22 powerful open-format Kontakt .nki instrument presets
 2893 Samples
 5.56 GB Installed
 7 multisampled articulations, with an average of 10X round-robin
 Dozens Of Room, Hall and Special Effect Acoustic Environments
 Arpeggiation Sequencer, Rack Multi-FX, Deep-Sampled Precision
 Customizable key mapping and template design, saving and loading

Note: The full version of Kontakt 5.1 or later is required for all Kontakt presets.
 The free Kontakt "Player" and Libraries rack do not support this library.

CREDITS

Recording, Editing, Programming
 Mike Peaslee

Sound Design
 Mike Peaslee, Chris Marshall & Gregg Stephens

Systems Design & Scripting
 Chris Marshall

UI Design and Artwork
 Constructive Stumblings & Chris Marshall

Documentation
 Mike Peaslee

Beta Composer Team
 Arkadiusz Reikowski
 Brad Jerkins
 Christopher Cutting
 Dmitry Selipanov
 Firoze, Kaizad, Maliki
 James Kocian
 Johnny Knittle

Maciek Dobrowolski
 Marie-Anne Fischer
 Mark Smythe
 Michael Maas
 Paul Amos
 Ryan Scully
 Simon Begg
 Tino Danielzik
 Xioatian Shi

TABLE OF CONTENTS

INTRODUCTION - Page 1
 OVERVIEW & CREDITS - Page 2
 FIDELITY, REQUIREMENTS, INSTALLATION & LOADING - Page 3
 MASTER DUAL LAYER PRESET- Page 4
 SINGLE ARTICULATION PRESETS - Page 12
 ARPEGIATOR ("ARP") WINDOW - Page 6
 FX RACK - Page 7 - 9
 INSTRUMENT PRESET LIST - Page 10 - 11
 LICENSE AGREEMENT - Page 12
 THANK YOU - Page 13



Format

All of the sample content is included as standard open PCM wav files to allow you easy access to manipulate, reprogram and customize the sounds however you wish. We know that it's important for many users to be able to go beyond the limitations of any one format, so we've kept this library's directories and files open for our advanced users. As a professional, you may have your own workflow or format requirements, and we trust that you'll respect our hard work and won't share this content with anyone who hasn't paid for it.

You'll need the full retail version of Native Instruments Kontakt 5.1.0 or later to use the nki presets in this library. The free Kontakt "Player" and any other version of Kontakt that came bundled with another library or software product (other than NI's full "Complete" package) don't support this library. The free Kontakt Player is NOT a full version of Kontakt and cannot load or play standard open-format Kontakt instruments, wav samples or libraries. Please read all instrument specs and software requirements before purchasing this or any other Soundiron products to see the full list of software requirements, features and format compatibility for each library.

Fidelity

This library was recorded in wide stereo at 48kHz / 24bit. This was recorded on location in a dry studio environment, but sonic impurities from clothing, body movement and natural mouth and throat sounds may be present in the samples and the softer dynamic layers are naturally quiet, resulting in the presence of low levels of signal noise. Our goal is to preserve and accentuate the natural live qualities in our instruments without overly modifying and sterilizing the recordings. Therefore, please keep in mind that this library isn't designed to provide perfectly sterile result.

System Requirements

Please be aware that many instrument and multi-instrument programs in this library are extremely ram/cpu and hard disk-streaming resource intensive. We highly recommend that you have a 64-bit operating system (Windows or OSX) with *at least* 3GB of system ram, a multi-core cpu and a 7200 rpm SATA or SSD hard disk before purchasing this particular Soundiron library. Large sample sets like those found in this library may load slowly and may cause system instability on some machines.

Download

We provide the Continuata Connect download manager to offer high-speed, reliable and fully automated library downloading and installation. Download and run the latest version for your OS (PC or Mac) before proceeding. You may also need to add special permissions to your security software for the downloader, if it blocks applications from accessing the web.

Next, copy-paste your download code from your download email into the Code box in the downloader window. Press the download button and select the location you'd like to download and install the library. It will automatically start downloading the file(s) and then error-check, extract and install the finished library. Once installation is fully complete, you can remove the .rar download files and store them in a safe place as a back-up copy. We always recommend downloading the latest version of our downloader before you begin. The link in your email will always take you to the latest version.

Don't move, rename, delete or modify any of the files or folders created during the download until after you see the status message for all files in your download queue display the word "**INSTALLED**". Please don't close the downloader while it's actively downloading, unless you press the pause button first. To resume downloading, press the Resume button. If you need to resume downloading after closing the downloader, run it again and enter your code and press Download again. Then select the same download/installation location on your computer that you chose originally.

If the downloader reports a DL Error or Install error, it will automatically try to download the file again until it successfully downloads and verifies all the data it needs. It's best to allow it to finish the process before trying to move or access the library data. Please see your download email for more detailed instructions.

If you have any trouble with our Downloader utility or prefer to use your browser or another download manager, log into your personal manual download page on our website, by using the direct link in your download email. Log in using your download code. Or, if you used the downloader originally, but you need to re-install the library manually for any reason at a later time you can always re-use the original rar files. To do that, you'll need Winrar, UnrarX or another full-featured Rar extraction utility to extract and install the library. Please note that Stuffit Expander and Winzip DON'T support many types of common rar files.

Preset Loading

Once installation is complete, you can browse and load the included .nki presets using the Files, Quickload or Database tabs in the Kontakt Browser, or through the main File load/save menu. Please allow any current preset to finish loading completely before loading a new one. You can't use the Libraries view to load standard open-format Kontakt Instruments like this library. Only locked "Powered-By-Kontakt" Libraries are visible to that proprietary browser view. The "Add-Library" function does not support this product or any other open-format Kontakt library. This library doesn't require any special activation.



DUAL LAYER MASTER PRESET

The master dual-layer mixer preset brings together all of the available articulations into a single unified instrument bank. This same interface type is also found in the Ambience preset. The interface is designed to allow you to focus on a single articulation (or a pair of them) at a time and spread the sound chromatically like a classic sampler or synth instrument over the entire key range. Use the drop-down Select menus to choose an articulation for Layer module 1 or 2 and freely adjust the full array of independent controls and key range settings for each layer to create your own unique hybrids.

Each of the two layer modules has its own swell, attack, offset, release, pitch, pan and velocity attenuation control. The ARP pop-up panel can generate dynamic arpeggiation and drum roll simulation (See Page 6) . The FX Rack page includes a wide variety of effects, from EQs, filters and compressors to amp simulation, chorus/flange/phase and convolution reverb (See Page 7). And you can assign any midi CC to any knob, button or slider by right-clicking it (command-click on OSX), pressing the “Assign Midi CC” box that pops up and moving any midi controller you wish to assign.



Articulation Select Menu

This drop-down menu selects the individual articulation that you would like to load into each layer module. You can automate the current selection with a midi CC to switch between articulations in real-time. Just right-click (command-click on OSX) on the “SELECT” label above the menu, then click on the “Assign Midi CC” pop-up that appears and move any midi CC assigned to the same channel as the instrument.

Note: To turn off and bypass a layer module, select **Off** in the menu.

Swell - (CC72 & 73)

This knob controls the volume swell of the instrument. For sustaining rolls and bowing, this controls dynamic layer intensity morphing as well.

Attack - (CC 74 & 75)

This controls the sharpness of attack.

Offset - (CC91 & 92)

This controls the amount of sample start offset allowing you to skip ahead into the samples. Use this to tighten articulation attacks and or to create more pad-like sounds.

Release - (CC93 & 94)

This sets the room release time for each module. Lower values can allow you to simulate a nearly bone-dry studio sound.

Pitch

This shifts the pitch of sound in each module up & down by up to +/- 36 semitones. This setting is displayed in the Kontakt keyboard view as an inverted black/white key.

Pan

This allows you to pan each module separately.

Velocity

This attenuates the incoming midi note velocity up and down.

Mod

This variable control applies a resonant lowpass filter to most instruments in the library. Use the small button to the right of this to bypass/enable the filter. However, in the bowed staccato preset, it controls harmonic layer morphing.

Key Range

This sets the active key range for each of the two layers. Each range is fully independent and can overlap the other. The Kontakt keyboard view displays a **red** keyrange for the module #1 selector key-switches and a **green** range for module #2 key-switches. The **dark blue** range shows the playable note range for module 1 and **light blue** for module 2. The **yellow** range is where the module's playable ranges overlap each other.

To change each setting, you can type in a new value (midi note name or number) directly into each box. Or simply press the **SET** button next to each one and play any key to assign that note as the new value. Please set the values one at a time.



SINGLE ARTICULATION PRESETS

Each articulation also comes with its own solo preset to allow you to load just a single sound set by itself. You'll find all of the same control types that are included in the master preset.

The ARP pop-up panel can generate dynamic arpeggiation and drum roll simulation (See Page 6) . The FX Rack page includes a wide variety of effects, from EQs, filters and compressors to amp simulation, chorus/flange/phase and convolution reverb (See Page 7). And you can assign any midi CC to any knob, button or slider by right-clicking it (command-click on OSX), pressing the "Assign Midi CC" box that pops up and moving any midi controller you wish to assign.



Swell - (CC 72)

This knob controls the volume swell of the instrument. For sustaining rolls and bowing, this controls dynamic layer intensity morphing as well.

Attack - (CC 74)

This knob controls the sharpness of attack. Lower values have more of a pluck sound.

Start Offset - (CC91)

This controls the amount of sample start offset allowing you to jump ahead into samples to change the sound. This can also be used to control the amount of "pluck."

Release - (CC93)

This controls the release time of the main note samples. Lower settings cause the sound to be damped and cut off, while higher settings allow notes to ring out longer.

Pitch Stepping

This controls the pitch shifting up or down from the natural root pitch of each sample. You can use this knob to transpose the pitch up or down by 24 semitones in half-step increments.

Pan

This controls the stereo pan position for the instrument,

Velocity

This controls the dynamic response of the instruments, adding or subtracting from the incoming midi velocity.

Mod

This variable control applies a resonant lowpass filter to most instruments in the library. Use the small button to the right of this to bypass/enable the filter. However, in the bowed staccato preset, it controls harmonic layer morphing.



ARPEGIATOR CONTROL WINDOWS

The ARP pop-up panel is an advanced arpeggiation design tool included in nearly all of this library's presets. We also often call this system the "Uberpeggiator" because of the extraordinary features it offers. You can choose from multiple cycling modes, chord and scale constraints, directional variables, tempos and beat divisions and even set up your own custom arpeggiation velocity step sequences. It's also great for creating simulated drum rolls with the EZ-Roll Mode. You can also save and load your own custom arpeggiation settings using the Save and Load buttons.



Mode

This knob controls the Arpeggiator mode. Choosing **Off** disables the Arp system entirely.

- **On** sets it to respond only while a note is pressed, cycling through all held notes as it arpeggiates.
- **Hold** sets it to automatically sustain one note at a time, (monophonic) so that changing keys changes each repeated note.
- **Hold +/-** sets it to allow new notes to be added to the automated chain of repeats.
- **EZ Roll** is a special mode that allows easy single-stroke roll creation, based on your tempo, rhythm and the amount of swing and randomization you want on the timing and velocity of each stroke. Most other controls are bypassed. You can use the velocity table or use incoming velocities "As Played".

Hits and Hit % Knobs

Hits sets the number of repeats of each note BEFORE moving on to the next note in the arp sequence, and Hit % sets the intensity fall-off rate for each repeat, before resetting for the next note.

Repeat Setting

This sets the direction of the up or down repeats.

Rhythm

This sets the speed of arpeggiation, as measured in musical time, ranging from whole bars to 128th notes. Fast settings can yield interesting results, but keep in

mind that the faster the speed, the more voices you use.

Pitch

Sets the pitch up or down in quarter-tone intervals for each repeat after the initial note is pressed and it remains in a pseudo legato state as long as any key is held down. Changing this setting in real-time allows extreme stair-step effects and creative groove, tuning and beat alterations.

Note Order Menu

This drop-down menu allows you to select any number of simple or complex cycle patterns that the arpeggiation will follow as it plays through the sequence of notes you have triggered. Choosing "As Played" will cause it to follow the original order you played the notes in, with the newest note always added to the end of the chain.

Swing

This sets the amount of rhythmic offset (swing) between notes. Values below zero cause the notes to play ahead of the beat. Values above zero cause the notes to play after the beat.

Duration

This allows you to fine-tune the length of each note. You can shorten the note to staccato-like pulses or extend them beyond the normal beat length. When used with sustaining roll articulations, this controls the length of the roll before it is released for each step.

Random

This adds subtle timing humanization to the arp sequence.

Key Selector Knob

Binds the arpeggiation **scale** you've chosen to a specific key.

Scale Selector

Binds the arpeggiation sequence to a specific scale that you can choose by turning the knob.

Free/Constrain Button

Limits and adjusts any new note to the currently selected scale and key.

Velocity Graph Sequencer

This graph allows you to draw the velocities that you want each step in your arpeggiation sequence to play at.

Reset

This button resets all steps in the graph to a default value of 0 (blank).

Steps

This setting determines the number of sequencer steps (2 - 32) that can be set with the velocity graph step sequencer.

Velocity Sequencer On/Off

The round button on the lower left corner of the Velocity Sequencer Graph window activates the sequence. When active, the arpeggiation follows the velocities that you've drawn on the graph from left to right. When it is bypassed, each note is played at the velocity that you play it at.

Save & Load Buttons

The red "disk" icon button allows you to save your Arp panel settings. The red "folder" icon allows you to load previously saved Arp panel settings.



DSP EFFECTS RACK

The FX Rack tab contains our advanced, flexible FX Rack that integrates many of Kontakt’s built-in effects. The following section describes all of the available effects. The FX Rack is accessible in all presets by clicking on the UI tab at the bottom of the instrument labeled “FX Rack.”



Effect Types & Controls

MOD MULTI-FX

The Mod FX module features Chorus, Flanger and Phaser.

Power Button - Toggles the effect on and off.

Drop-down - Use this drop-down menu to select the active effect.

Rate - This knob controls the Rate of the selected effect.

Feedback - This knob (not available in Chorus mode) control the amount of feedback for the active effect.

Phase - This knob controls the Phase of the active effect.



Depth - This knob controls the depth (intensity) of the selected effect.

Mix - This knob controls the amount of wet and dry output of the effect. Values left-of-center reduce the wet level, while values right-of-center keep wet levels the same but reduces the dry level.

DYNAMICS (COMPRESSOR)

The Dynamics FX module is a configurable compressor.

Power Button - Toggles the effect on and off.

Threshold - This knob controls the volume threshold of the compressor.

Ratio - This knob controls the ratio of the compressor. The value is displayed to the right.

Attack - This knob controls the attack time of the compressor.



Release - This knob controls the release time of the compressor.

Makeup - This knob controls the makeup of the compressor.



DRIVE (DISTORTION)

The Drive FX module features a variety of distortion types: Distortion, Screamer, Tape Saturator and De-Rez effect (Lo-Fi).

Power Button - Toggles the effect on and off.

Drop-down - Use this drop-down menu to select the active distortion effect.

Drive - This knob controls the amount of the distortion effect.

Volume - This knob controls the output level of the distortion effect.



Degrade - This knob (only available in De-Rez mode) controls the amount of bit crushing and sample rate reduction that the Lo-Fi effect applies.

LoWS - This knob (when available) controls the level of low (bass) frequencies.

HIGHS - This knob (when available) controls the level of high (treble) frequencies.

Tone - This knob (only in Screamer mode) controls the tone level of the Screamer effect.

AMP SIMULATOR

The Amp FX module is a configurable amp simulation effect. It includes the “Twang” and new “Jump” amp simulators.

Power Button - Toggles the effect on and off.

Drop-down - Use this drop-down to select between the available amp types: twang and jump.

Volume - This knob controls the volume output level of the amp simulator.

Drive - This knob controls the amount of extra gain on the amp simulator.

LoWS - This knob controls gain of low (bass) frequencies.

Mids - This knob controls the gain of mid-level frequencies.



HIGHS - This knob controls the gain of high (treble) frequencies.

Boost Button - This button (only available in the Jump amp sim) toggles HiGain mode on and off. The Volume is adjusted -9dB when activated to maintain relative volume while increasing the drive.

Presence - This knob (only available in the Jump amp) adjusts the presence of the effect.

SPEAKER CAB SIMULATOR

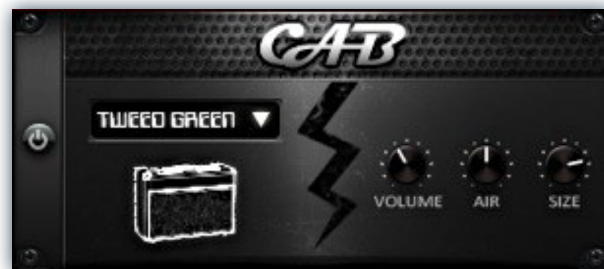
The Cab FX module is a configurable cabinet (speaker) simulation effect.

Power Button - Toggles the effect on and off.

Drop-down - Use this drop-down to select between the available cabinet types including the Rotator cabinet effect.

Volume - This knob controls the volume output level of the cabinet sim.

Air - This knob controls the amount of the “Air” in the cabinet effect, simulating distance between the virtual microphone and speaker cabinet.



Size - This knob controls size of cabinet effect, effectively the size of the simulated cabinet.

Fast Button - This button (available only with the Rotator cabinet type) toggles the rotation effect of the cabinet from slow to fast.



CONVOLUTION REVERB

The Reverb FX module allows users to load reverb impulses to simulated real-world spaces or effects.

Power Button - Toggles the effect on and off.

Custom Button - Turning this “On” bypasses the our built-in impulses so you can save presets with your own impulses in the Insert FX module through Kontakt’s Editor view.

FX Menu - This menu allows you to select one of our special effect convolutions. Selecting an impulse from this menu overrides and unloads any currently loaded impulse from the Spaces menu.

Rooms Menu - This menu allows you to select one of our real-world environmental convolutions. Selecting an impulse from this menu overrides and unloads any currently loaded impulse from the Effects menu.



Lo Pass - Sets the low frequency cut-off of the impulse response, allowing you to dull and darken the sound.

Hi Pass - Sets the high frequency cut-off of the impulse response, allowing you to remove rumble and low end.

Size - Sets the simulated room size of the convolution.

Delay - Sets the amount of pre-delay time before the wet signal is returned

Mix - This knob controls the amount of wet and dry output of the effect. Values left-of-center reduce the wet level, while values right-of-center keep wet levels the same but reduces the dry level.

DELAY

The Delay FX module is a configurable Delay effect.

Power Button - Toggles the effect on and off.

Rate - This knob controls the time between delays. Higher values mean a longer time between delays, creating a more pronounced echo.

Damping - This knob controls the damping of the delay effect, which attenuates and damps each successive echo.

Pan - This knob controls the amount of stereo panning of the delay effect.



Feedback - This knob controls the feedback of the delay effect. High values can cause an endless loop.

Mix - This knob controls the amount of wet and dry output of the effect. Values left-of-center reduce the wet level, while values right-of-center keep wet levels the same but reduces the dry level.



INSTRUMENT PRESETS (KONTAKT)

>>Soundiron Circle Bells v2\Instruments\Master\<<

** Please note that all presets listed are designed to be used with Kontakt 5.1.0 or higher. Also note that "Lite" version of all presets are also included. The Lite versions of each preset are significantly less CPU- and memory-resource dependent than the standard version, but may lack certain features and include a reduced amount of total sample content, such as fewer velocity layers, a reduced sample start offset modulation range, lower voice limits and other optimizations.

Circle Bells All Master.nki

This main preset includes the following articulations. See Page 4 for more info:

- Mallet strikes (10 round-robin / avg. 16 velocity layers)
- Pick Strikes (10 round-robin / avg. 12 velocity layers)
- Pick Scrapes (8 round-robin / avg. 8 velocity layers)
- Bowed staccato (5 round-robin / 3 harmonic mod layers / avg. 3 velocities per layer)
- Bowed sustains (6 round-robin / + releases / avg. 3 velocity layers)
- Mallet Rolls (+ releases / 7 dynamic mod layers)
- Pick Scrape Rolls (+ releases / 6 dynamic mod layers)

SOLO PRESETS

These presets each focus on a single articulation to allow more precise mix and parameter control or to allow you to just load the samples you need. See Page 5 for more info.

Circle Bells Mallet Strike.nki

This preset is just the mallet strikes, with 10 round-robins and up to 18 velocity layers per note.

Circle Bells Pick Strike.nki

This preset is just the hard guitar pick edge taps, with 10 round-robins and up to 19 velocity layers per note.

Circle Bells Pick Scrape.nki

This preset is just the hard guitar pick shank scrapes, with 8 round-robins and 8 velocity layers per note.

Circle Bells Bow Staccatos.nki

This preset is just the short viola bowed staccato notes, with 5 round-robins and up to 4 velocity layers per note, as well as harmonic overtone variants that you can morph between by using the Mod knob.

Circle Bells Bow Sustains.nki

This preset is just the infinitely-sustaining viola bowed notes, with 6 round-robins and up to 4 velocity layers per note, as well as automatically triggered release samples.



Circle Bells Mallet Roll Sustains.nki

This preset is just the infinitely-sustaining mallet rolls, with 6 dynamic intensity layers per note that you can blend between by using the Swell knob, as well as automatically triggered release samples.

Circle Bells Pick Roll Sustains.nki

This preset is just the infinitely-sustaining hard guitar pick scraping rolls, with 6 dynamic intensity layers per note that you can blend between by using the Swell knob, as well as automatically triggered release samples.

AMBIENT PRESETS

>>Soundiron Circle Bells v2\Instruments\Ambiences\<<

These special atmospheric FX presets include a wide variety of sustaining multi-layered ambiences and soundscapes created by heavily resynthesizing and manipulating the original raw vocal source recordings. See Page 4 for info about the control systems for this preset type.

Ambvils Tempo-Sync.nki

This features 10 rhythmic soundscapes in an automatically tempo-synching format, with an aggressive, hard-edged quality to them. When host tempo-synching is enabled in your host sequencer and Kontakt's main tempo controls, the samples will adjust their speed to your project BPM.

Ambvils.nki

This version uses the DFD engine for lower CPU use and therefore does not provide tempo-synching functionality.

Bellamony.nki

This semi-tuned stretched and manipulated pad sustain soundset allows you to morph between harmonic overtone layers with the Mod control knob.

Derezonated.nki

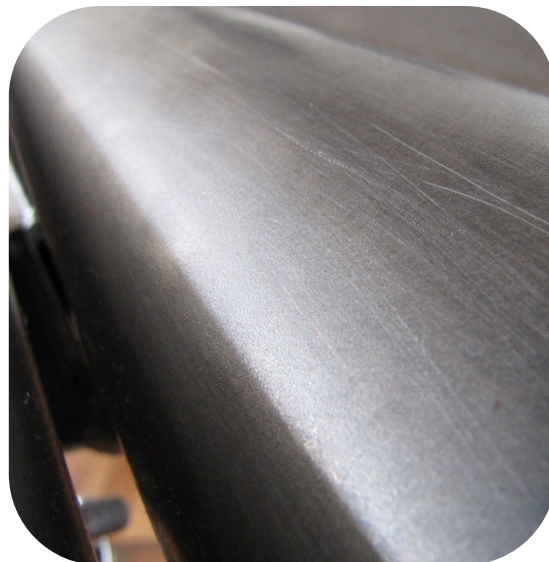
These 16 tonal ambiences have a more organic atmospheric quality to them, with plenty of warm pad textures

Glitch-o-bells Tempo-Sync.nki

This collection of 53 chaotic yet semi-rhythmic glitchscapes can be automatically locked to your project bpm, when host tempo-synching is enabled in your host sequencer and Kontakt's main tempo controls.

Glitch-o-bells.nki

This version uses the DFD engine for lower CPU use and therefore does not provide tempo-synching functionality.



SOUNDIRON

SOFTWARE LICENSING AGREEMENT

LICENSE AGREEMENT

By installing the product you accept the following product license agreement:

LICENSE GRANT

The license for this product is granted only to a single individual user. No unlicensed use is permitted. All sounds, samples, programming, images, scripting, designs and text contained in this product are copyrights of Soundiron, llc. This software is licensed, but not sold, to you by Soundiron, for commercial and non-commercial use in music, sound-effect creation, audio/video post-production, performance, broadcast or similar finished content-creation and production use. Individual license holders are permitted to install this library on multiple computers or other equipment only if they are the sole owner and only user of all equipment this software is installed or used on.

Soundiron allows you to use any of the sounds and samples in the library(s) you've purchased for the creation and production of commercial recordings, music, sound design, post production, or other content creation without paying any additional license fees or providing source attribution to Soundiron. This license expressly forbids any unauthorized inclusion of any raw or unmixed content contained within this product into any other commercial or non-commercial sample instrument, sound effect library, synthesizer sound bank, or loop or effect library of any kind, without our express prior written consent.

This license also forbids any unauthorized transfer, resale or any other form of re-distribution of this product, or its constituent sounds or code, through any means, including but not limited to re-sampling, reverse engineering, decompiling, remixing, processing, isolating, or embedding into software or hardware of any kind, except where fully rendered and integrated into the finish soundtrack or final mix of an audio, visual or interactive multimedia production, live performance or finished work of sound design, with a running time no less than 8 seconds in total length. Licenses cannot be transferred or sold to another entity, without written consent of Soundiron LLC.

RIGHTS

Soundiron retains full copyright privileges and complete ownership of all recorded sounds, instrument programming, documentation and musical performances included within this product. All past and future versions of this product, including any versions published or distributed by any other entity are fully bound and covered by this agreement.

REFUNDS

Downloaded libraries can't be returned, so we do not provide refunds or exchanges. Be aware that as soon as the product has been accessed on our servers or shipped on DVD to the end user, the product can not be returned or refunded.

RESPONSIBILITY

Using this product and any supplied software is at the licensee's own risk. Soundiron holds no responsibility for any direct or indirect loss arising from any form of use of this product.

TERMS

This license agreement is effective from the moment the product is purchased or acquired by any means. The license will remain in full effect until termination by Soundiron, llc. The license is terminated if you break any of the terms or conditions of this agreement, or request a refund for any reason. Upon termination you agree to destroy all copies and contents of the product at your own expense. All past and future versions of this product, including those released through brands other than Soundiron, are covered under the terms of this agreement.

VIOLATION

Soundiron reserves the right to prosecute piracy and defend this copyrighted work to the fullest extent of US and International civil and criminal law.



THANK YOU.

Thank you for buying the Soundiron Circle Bells library, programmed for the Native Instruments Kontakt virtual sampler platform. If you enjoy this creation, we hope you'll check out some of our other awesome virtual instrument libraries. If you have any questions or need anything at all, just let us know. We're always happy to hear from you.

info@soundiron.com

thanks!

Mike, Gregg and Chris



WWW.SOUNDIRON.COM

All programming, scripting, samples, images and text © Soundiron 2013. All Rights Reserved.
Soundiron is a Registered Trademark of Soundiron LLC

